

GAME BOY ADVANCE  
GAME BOY® ADVANCE

AGB-A3CE-USA



INSTRUCTION BOOKLET

**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## **⚠ WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

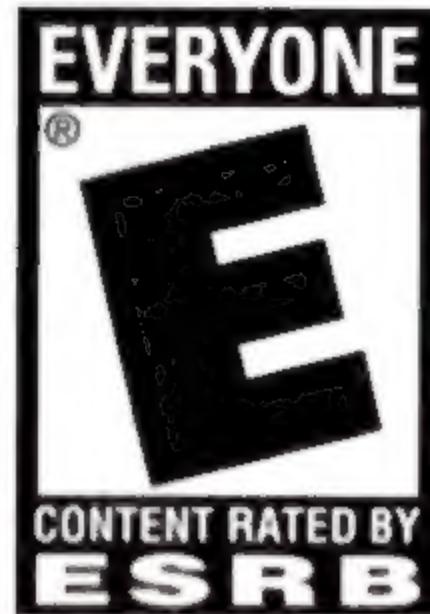
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## **⚠ WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

# TABLE OF CONTENTS



INTRODUCTION .....	2	KOOKY COMBOS .....	21
SET-UP .....	3	CRAZY BOX .....	22
GETTING STARTED .....	4	KEEPING SCORE .....	25
GAME CONTROLS .....	9	CREDITS .....	26
CRAZY CABBIES .....	12	LIMITED WARRANTY .....	30
A DAY IN THE LIFE .....	16		
DRIVING TIPS .....	20		

# INTRODUCTION



Listen up, Buddy! Are you up  
for some serious driving?  
Buckle up, shift into gear and  
get ready for **Crazy Taxi™**:  
**Catch a Ride™!**



# SET-UP



1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of Crazy Taxi: Catch a Ride! into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.

# GETTING STARTED

**"ALRIGHT, LET'S GET IT ON!" - AXEL**

You set to play some Crazy Taxi? Well hold on buddy – we've got a few things to settle first. Use the Control Pad to cruise up and down the menu and the A Button to make a selection at any time. Of course, you can also use the B Button to return to the previous menu.



# CRAZY TAXI MENU

You want to drive the road? You need to set the rules! The options are:

**Normal Rules** – Pick up and deliver fares before the timer reaches zero. With each successful fare, more time is added to the timer.

**3 minutes** – Pick up and deliver as many fares as you can within 3 minutes.

**5 minutes** – Pick up and deliver as many fares as you can within 5 minutes.

**10 minutes** – Pick up and deliver as many fares as you can within 10 minutes.

**City Selection** – Once you've set the rules, select your City. Starting out, you can only select one city, but get an awesome or crazy rating in any mode of play and the second city unlocks.

**Cabbie Selection** – Last thing you have to do is select a cabbie. Are you going to play as Axel? B.D. Joe? Gena? Or maybe bad ol' Gus? Choose your driver and then it's time to play! For more information on the cabbies, see page 12.

## **CRAZY BOX MENU**

Want to brush up on the essential cabbie skills? Choose Crazy Box from the menu to play nine different mini-games and learn the tricks of the cabbie trade.

First, you'll need to register your name. Then, choose your cabbie. After that, it's off to the driving course! Select your mini-game and you're set to go.

Small tip for you first time cabbies – if you move onto one of the mini-games and press SELECT, you get rules and advice for that game.

For more information on Crazy Box games, see the CRAZY BOX section on page 22.



## OPTIONS MENU

If you want to muck around with the rules of the game, you've come to the right place. Your options are:

**Time** – Adjusts the amount of time you get at the start of a “Normal Rules” game.

**Difficulty** – Adjusts how much time the passenger gives you to drop them off.

**Traffic** – Adjusts the amount of traffic on the city streets.

**Sound** – Adjusts the sound effects volume, the music volume, or plays the sound files in the game.

**Control** – Choose between one of three control combinations. For more info on the controls, see GAME CONTROLS on page 9.



## **RECORDS MENU**

Here's the spot for those with bragging rights. Choose between looking at a list of the highest scores in the game or the highest scores for each registered player.

## **SAVE & LOAD MENU**

Done playing, or are you trying to get back to an old game? Here, you can Save a game, Load a game, or enter, delete or modify a registered cabbie.

After any run that results in a score good enough to make the top three, you will be prompted to save your game. At this time you can either save to the previously inputted name, or create a new one! Be sure to check out the High Scores to see how you rank!

In order to load a previously saved game, highlight LOAD and press the A Button. Your game will load automatically. Modify will then allow you to change the save name, while Delete will erase the profile to make room for the next Cabbie to hit the streets.



# GAME CONTROLS

The following is a list of all of the controls used in *Crazy Taxi: Catch a Ride!*

## COMBINATION 1:

Control	Effect
Control Pad Left/Right	Steer the taxi left and right/Change menu selection
A Button	Accelerate/Confirm menu selection
B Button	Brake/Cancel menu selection
L Button	Toggle between Drive and Reverse Gears
R Button	Toggle between Drive and Reverse Gears
START	Pause game, in-game options menu
SELECT	Toggles the display destination name and distance to destination

## COMBINATION 2:

Control	Effect
Control Pad Left/Right	Steer the taxi left and right/Change menu selection
A Button	Accelerate/Confirm menu selection
B Button	Brake/Cancel menu selection
L Button	Toggle to Reverse Gear
R Button	Toggle to Drive Gear
START	Pause game, in-game options menu
SELECT	Toggles the display destination name and distance to destination



## COMBINATION 3:

### Control

Control Pad Left/Right

A Button

B Button

L Button

R Button

START

SELECT

### Effect

Steer the taxi left and right/Change menu selection

Toggle to Drive Gear/Confirm menu selection

Toggle to Reverse Gear/Cancel menu selection

Brake

Accelerate

Pause game, in-game options menu

Toggles the display destination name and distance to destination

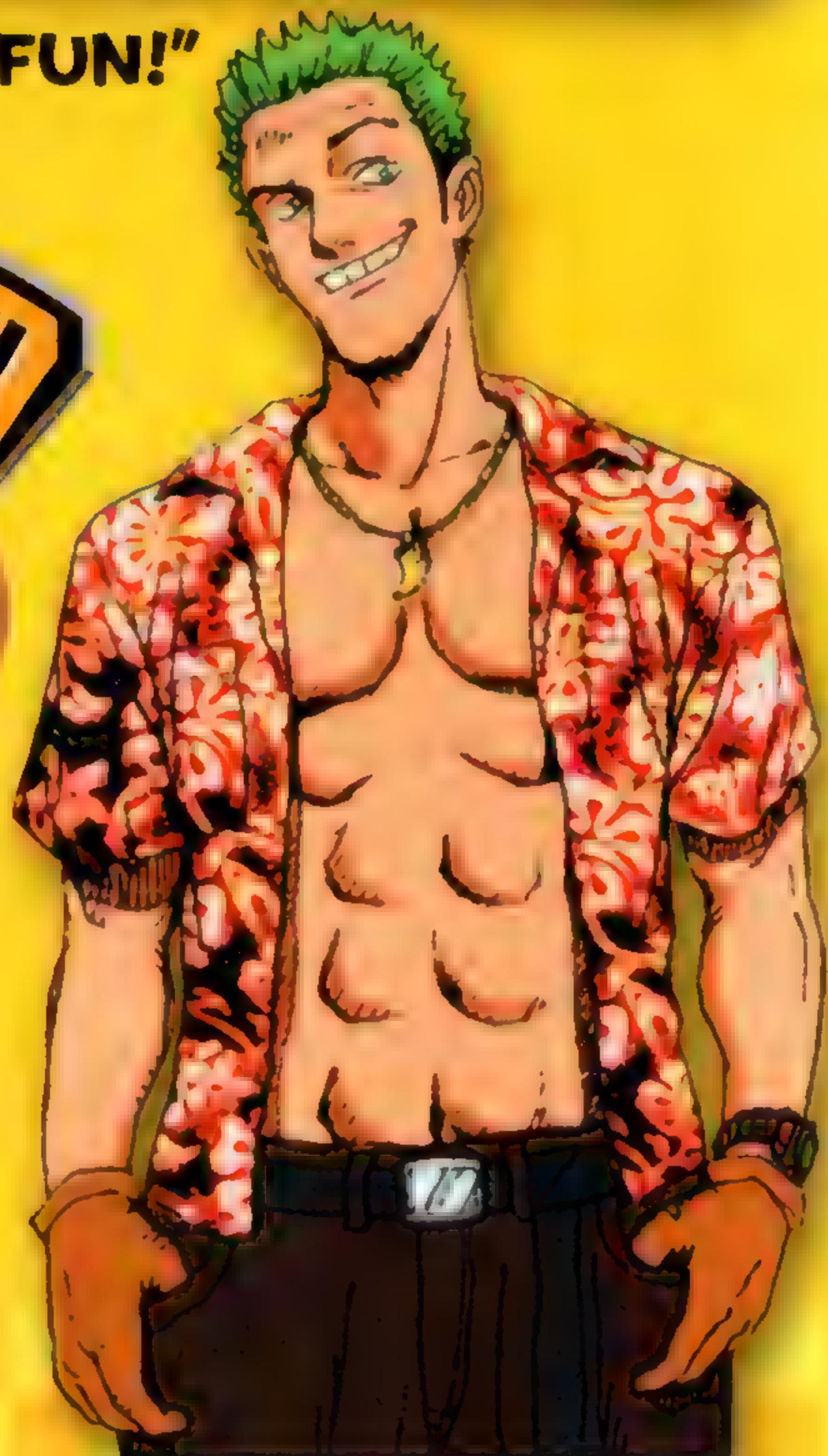
# CRAZY CABBIES

**"YEAH! WE'RE GONNA HAVE SOME FUN!"**

**- B.D. JOE**

Here's a list of the cabbies and their stats:

**Age: 21**  
**Sex: Male**  
**Height: 6'0"**  
**Weight: 158 lbs**  
**Blood Type: B**





**Age: 25**  
**Sex: Male**  
**Height: 5'9"**  
**Weight: 165 lbs**  
**Blood Type: O**





**Age: 23**  
**Sex: Female**  
**Height: 5'7"**  
**Weight: ?? lbs**  
**Blood Type: AB**





**Age:** 42  
**Sex:** Male  
**Height:** 5'8"  
**Weight:** 187 lbs  
**Blood Type:** B



# A DAY IN THE LIFE

**"ALRIGHT! LET'S GO MAKE SOME CRAZY MONEY!"**

You've got the car. You've got the cabbie – let's drive!

Customers appear with a \$ over their head. The color of that \$ (red, orange, yellow, yellow-green, and green) indicates the difficulty level of the fare. A red \$ would be a short distance fare; a green one would be a long one. Remember, the longer the fare, the more cash you make.



If your fare is delivered on time, you get your basic payment. You can earn more money by getting your passenger to his or her destination early and doing tricks. Do a bunch of tricks and combos for even more cash! But if you let time run out, you've got trouble – the fare jumps out of the taxi and runs off without paying.

Pay attention to the on-screen information to help you get your fare to his or her destination.

**Destination** – The minute you pick up a customer, a picture of where you need to go will appear on the screen. This will vanish in a couple of seconds to make room for the following tools.

**Timer** (upper left corner) – Tells you how much time you've got left in the game.



**Total earned counter** (upper right corner) – Displays the total amount of money you've earned.

**Gear box** (bottom left corner) – Highlights which gear the car is in: D for drive or R for reverse.

**Fare meter** (bottom right corner) – Displays current fare. This is added to your total if the current passenger is dropped off on time. Combos or an early drop-off will raise this amount.

**Arrow** (top of the screen) – Points you to your next drop-off point if you've got a fare.



**Passenger timer** (middle of the screen, outside the cab) – Tells you how much time you have to drop the current fare off.

**Drop Zone** – When you get close to the fare's destination, come to a complete stop within that flashing red drop zone to successfully drop off the fare. To find the zone, look for the green bouncing arrow pointing directly to the stop.

## PAUSE MENU

If START is pressed during the game, the Pause Menu will appear. Choose from the following selections on this menu:

**Resume:** Resume game

**Restart:** Restart the current city or Crazy Box challenge

**Quit:** Quit out to the main menu

# DRIVING TIPS

**"OKAY. LET'S PLAY IT COOL." – GENA**



Here are some crazy driving tips to get you through the city:

**Crazy Dash** – Need a burst of speed? Stop accelerating, switch the car into Drive and then quickly press the accelerator again to zip the car forward.

**Limiter Cut** – There's a super burst of speed when you perform two crazy dash maneuvers in a row. Then, you really get rolling.

**Crazy Drift** – The essential crazy cabbie maneuver! While driving forward, shift your cab into Reverse and back to Drive and turn left or right. Keep the gas and shifter down during the maneuver, but remember to release it once you've lined-up the turn or you'll keep sliding. Crazy Drifts make super sharp turns and let you take off from these turns at high speeds.



## KOOKY COMBOS

Combo moves are great – you get more cash and get your fare to their destination quicker. Remember, the more combos you do in a row, the more cash you get.

**Crazy Drift** – Still the essential combo for any good cabbie, doing a whole lot of Crazy Drifts in a row will add up your cash fast. Remember, the crazier you drive, the bigger your tip!



**Crazy Jump** – See any ramps around? How about anything elevated that you can use like a ramp? Well go ahead and use them! Speed up these things to get your cab airborne. It's great for jumping over obstacles (like traffic or the ocean).

**Crazy Through** – Who cares about traffic?! Cut in as close as you can to other vehicles without hitting them for extra tips. Hit even one of them, and the combo is over.

# CRAZY BOX

**"IT'S PARTY-TIME! LET'S HAVE SOME FUN!"**

Let's hone those crazy cabbie skills! Your choices are:

## 1-1 CRAZY JUMP

Speed your way up the ramp and jump past the K point.

**Tip:** Perform a Crazy Dash or Limiter Cut to get up as much speed as possible before you hit the end of the ramp.



## 1-2 CRAZY FLAG

Run over the flag behind the car within the time limit.

This is going to require some tight turning!

**Tip:** You may have guessed this – the Crazy Dash combo is the best for this game.



## 1-3 CRAZY BALLOONS

Burst all of the balloons as quickly as possible before the time limit runs out.

**Tip:** Speed and tight turns rule here – try a Crazy Dash after you perform a Crazy Drift.



## 2-1 CRAZY DRIFT

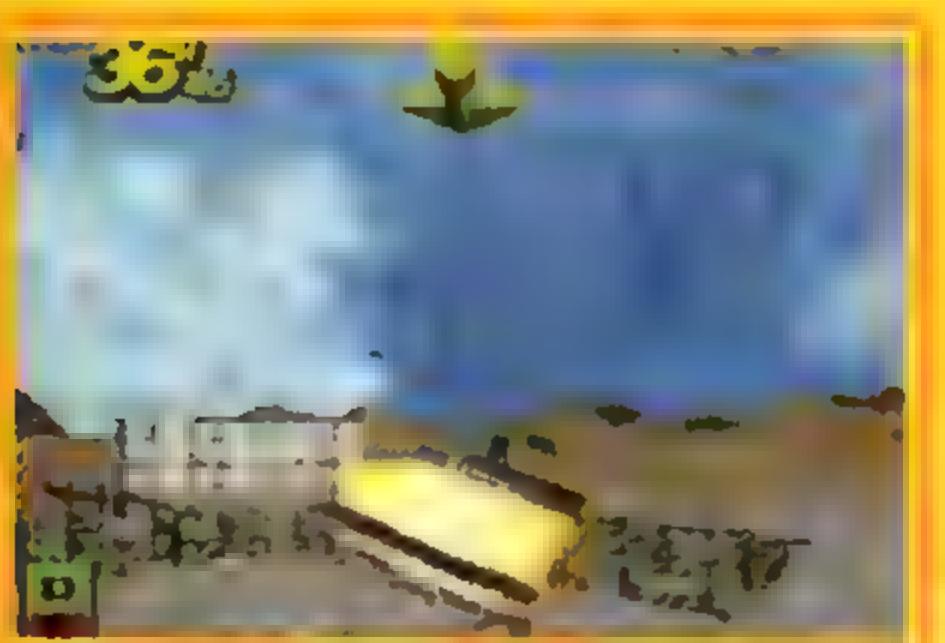
Perform 15 combos within the time limit.

**Tip:** The easiest way to do this is by performing Crazy Drifts.

## 2-2 CRAZY TURN

Get the passenger to his or her destination within the time limit.

**Tip:** Use Crazy Dashes right after any cornering. Also, Crazy Drifts are great for U-turns!



## 2-3 CRAZY BOUND

Deliver a passenger again. This time, it's a bit tougher, since you'll be spending a lot of time using ramps to jump over patches of ocean.

**Tip:** Perform a Crazy Drift in mid-air to do a Crazy Drift jump.



### 3-1 CRAZY RUSH

Tougher still! Deliver four passengers to their destination in time.

**Tip:** To save on time, use a Crazy Drift to stop so that your car is facing towards your next destination.



### 3-2 CRAZY ZIGZAG

It's Crazy Bound with a twist – can you maneuver successfully on this thin flat course?

**Tip:** Use Crazy Drifts to corner and Crazy Dashes to build up enough speed to make it in time.



### 3-3 CRAZY POLE

So you've beaten Crazy Rush? Try this variation that's even harder!

**Tip:** To beat this one, you need to be really crazy. Crash into a pole while stopping to execute a crashing stop.

# KEEPING SCORE

After each round of game play, you'll be asked to register your name. Your name and score will then be saved so you can check it out later.



# CREDITS

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EVERYONE



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ESRB

Mild Violence

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# Hey There Space Cats

Meet Ulala, the grooviest reporter in the galaxy! She's got the attitude, the moves, and the savvy to dance and scoop a story while saving the universe from invading Morolians.



Co-Developed and  
Co-Published by:



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Use STEALTH, STRENGTH and the MYSTIC ARTS  
to free the world from the CURSE OF ASHIRA-O!

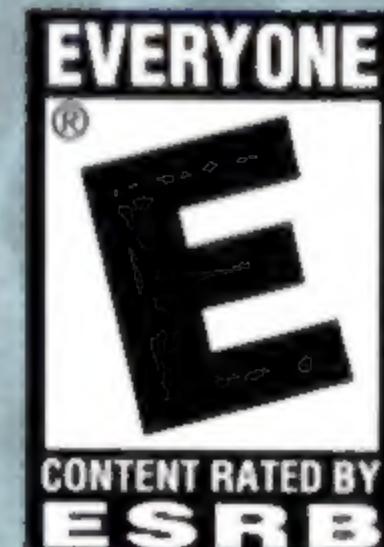


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THQ Inc.  
Customer Service Department  
27001 Agoura Road, Suite 270  
Calabasas Hills, CA 91301

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# Grab your skates and hit the streets



It's time  
to paint  
the town!

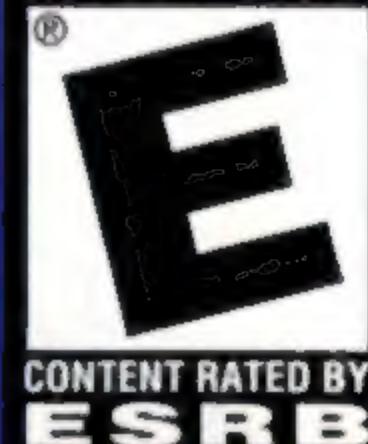
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